BACKYARD WRESTLING 2™

THERE GOES THE NEIGHBORHOOD

MATURE 17+

M

CONTENT RATED BY ESRB

eidos

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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original game concept
by Kevin Gill & Rob Dyer

intro

Thank you for purchasing *BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD* for the PlayStation®2 computer entertainment system.

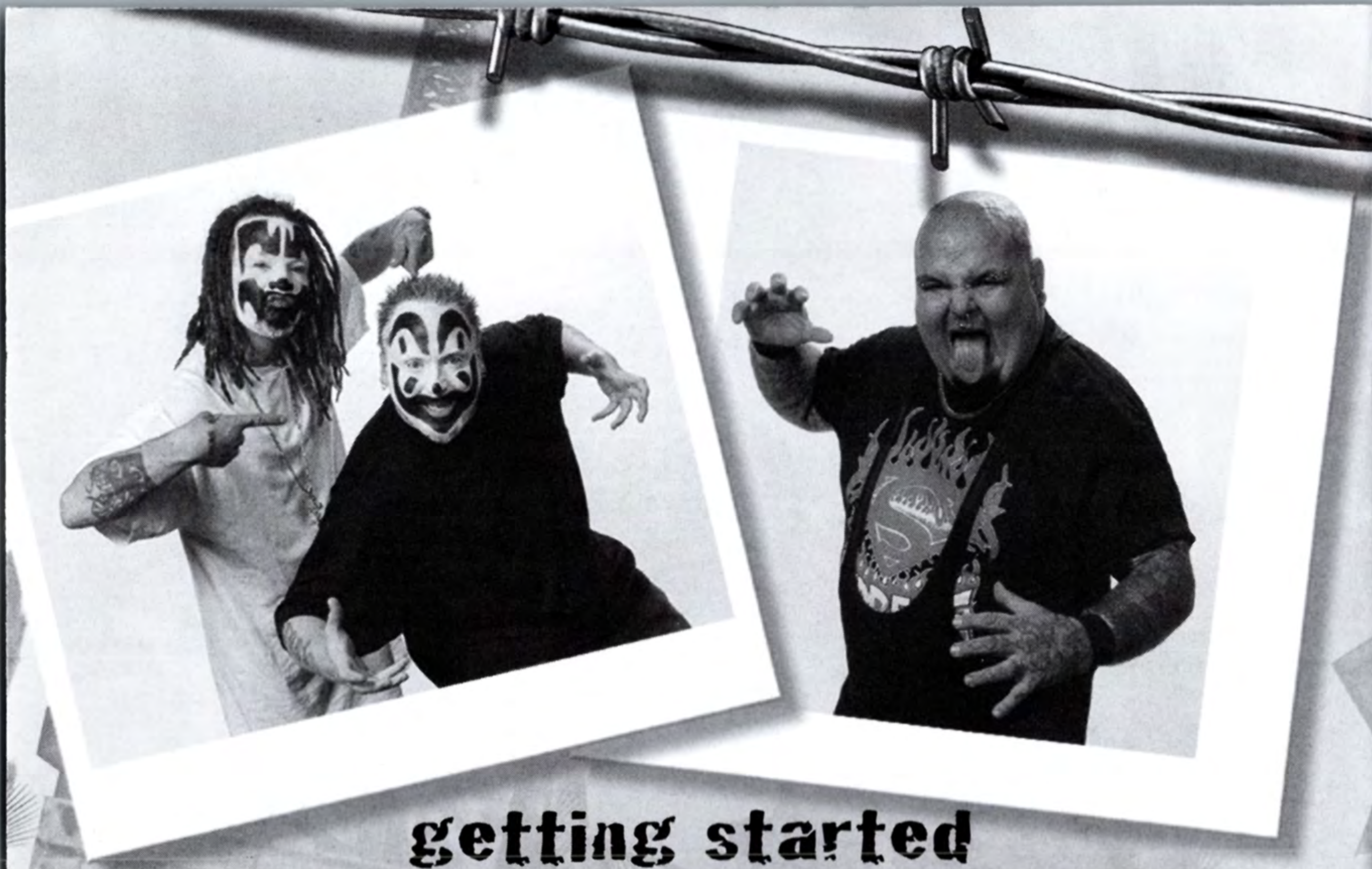
In *BACKYARD WRESTLING: DON'T TRY THIS AT HOME* we shattered the popular perceptions of what a wrestling game should be. We combined all the action and excitement of a traditional wrestling game with over-the-top moves and fast arcade fighter style play. Our highly interactive, destructible environments raised the bar for all other wrestling games on the market.

Now with *BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD* we have extended our groundbreaking ideas even further:

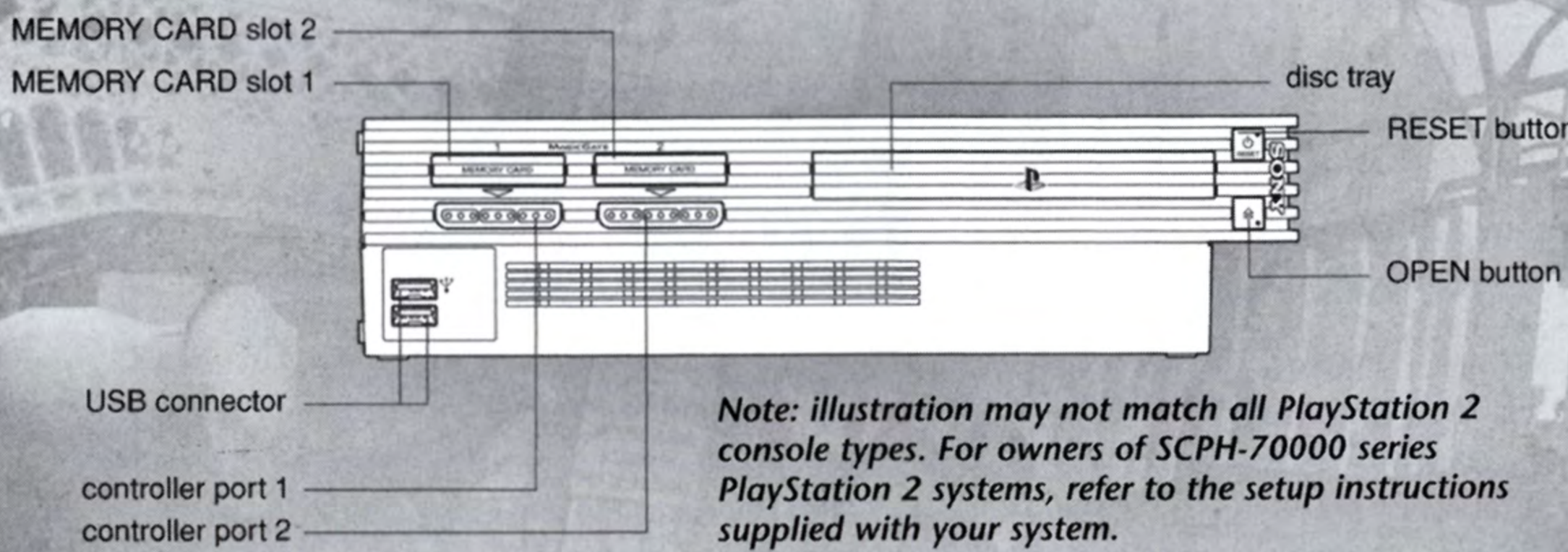
- Our beefed-up hybrid wrestling-fighting system now includes Submission Holds, new Counters, and Blocking.
- We have raised the bar for interactive environments again with gorgeously detailed levels where anything you break can be used as a weapon! Hidden, context-sensitive moves can be found in each level, increasing the possibilities for hardcore mayhem and making each match a unique experience.
- Our powerful Enviro-Mental™ engine brings the personalities of BYW, CZW, JCW and other hardcore wrestling federations to life with awesome graphics and dynamically moving hair and cloth.
- The improved custom wrestler system has enormous potential for you to create your own unique personality and style. Change outfit styles, colors, moves, and even add tattoos and logos of your own design!

We hope you enjoy playing *BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD* as much as we enjoyed making it!

-PARADOX DEVELOPMENT



getting started



Note: illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

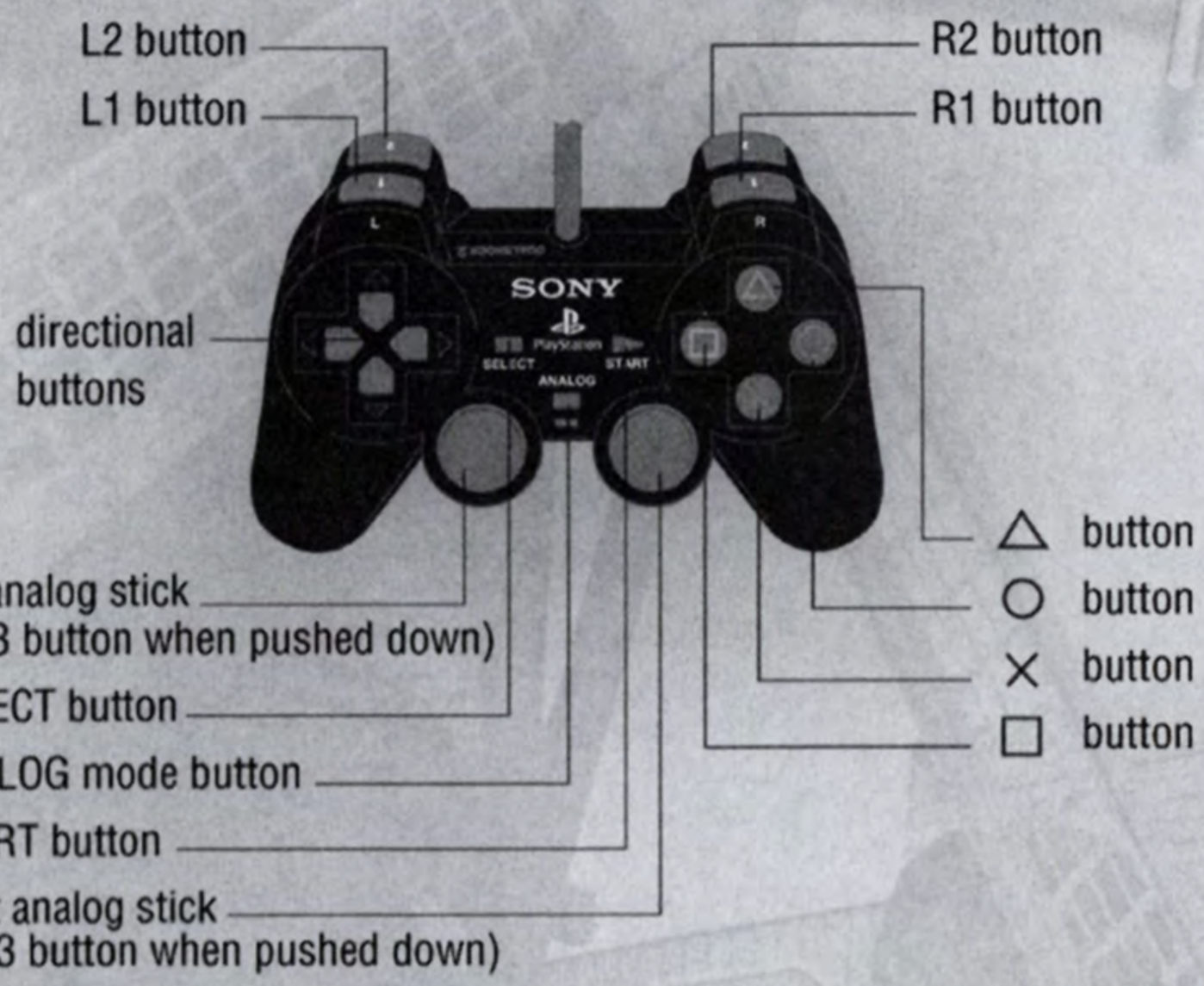
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before powering on the console.

- **At least 150KB of free space on the memory card is required to save game data.**
- **This game supports saving and loading of game data in MEMORY CARD slot 1 only.**
- **You can load saved game data from the same memory card or any memory card containing previously saved *BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD* games.**

game controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. For 2 Player games, connect a second controller to controller port 2.

When the vibration function is ON, the controller will vibrate in response to game events. You can turn the vibration function ON/OFF in the Options Mode. See page 12.

standing

Movement	Left analog stick or directional buttons
Dash*	Hold R1 button while moving
Grapple	○ button
Attack 1	□ button
Attack 2	× button
Guard Break 1*	R1 + □ buttons
Guard Break 2*	R1 + × buttons
Pickup Weapon	△ button
Block	Hold R2 button
Attack Counter*	L1 + R1 buttons as opponent begins attack
Pin	L1 button while opponent is on ground
Ground Submission*	R1 + ○ buttons while opponent is on ground
Ground Attack 1	□ button while opponent is on ground
Ground Attack 2	× button while opponent is on ground
Ledge Throw 1	□ button while holding opponent on ledge
Ledge Throw 2	× button while holding opponent on ledge

• This action requires some amount of Turbo Meter. For info, see Turbo Meter on page 8.

while dashing

Turbo Attack 1	▣ button
Turbo Attack 2	⊗ button

front grapple

Attack Throw 1	Left analog stick/directional buttons ↑ + ▣ button
Attack Throw 2	Left analog stick/directional buttons ← + ▣ button
Attack Throw 3	Left analog stick/directional buttons → + ▣ button
Attack Throw 4	Left analog stick/directional buttons ↓ + ▣ button
Slam 1	Left analog stick/directional buttons ↑ + ⊗ button
Slam 2	Left analog stick/directional buttons ← + ⊗ button
Slam 3	Left analog stick/directional buttons → + ⊗ button
Slam 4	Left analog stick/directional buttons ↓ + ⊗ button
Submission 1	Left analog stick/directional buttons ↑ or ↓ + ◎ button
Submission 2	Left analog stick/directional buttons ← or → + ◎ button
Irish Whip	△ button
Enviro-Mental™ Throw	△ button when Enviro-Mental™ indicator appears
Drag Opponent	Left analog stick/directional buttons
Switch to Left Grapple	L2 button
Switch to Right Grapple	R2 button
Super Move*	▣ + ⊗ buttons when Turbo Meter is full

left grapple/right grapple

Attack Throw	Left analog stick/directional buttons + ▣ button
Slam	Left analog stick/directional buttons + ⊗ button
Submission	Left analog stick/directional buttons + ◎ button
Switch to Front Grapple	R2 button (Left Grapple)/ L2 button (Right Grapple)
Switch to Back Grapple	L2 button (Left Grapple)/ R2 button (Right Grapple)

• This action requires some amount of Turbo Meter. For info, see Turbo Meter on page 8.

back grapple

Attack Throw	Left analog stick/directional buttons + ▢ button
Slam	Left analog stick/directional buttons + ✕ button
Submission	Left analog stick/directional buttons + ○ button
Switch to Right Grapple	L2 button
Switch to Left Grapple	R2 button

while being grappled

Grapple Meter Escape•	L1 + R1 buttons
Reverse Attack Throw	▢ button as opponent begins move
Reverse Slam	✕ button as opponent begins move
Reverse Submission	○ button as opponent begins move
Reverse Irish Whip	△ button as opponent begins move

while holding a weapon

Movement	Left analog stick/directional buttons
Attack 1	▢ button
Attack 2	✕ button
Attack 3	○ button
Drop Weapon	△ or ✕ button
Ground Attack 1	▢ button while opponent is on ground
Ground Attack 2	○ button while opponent is on ground

ready to jump

Movement	Left analog stick/directional buttons
Jump Attack 1	▢ button, hold to increase distance
Jump Attack 2	✕ button, hold to increase distance

• This action requires some amount of Turbo Meter. For info, see Turbo Meter on page 8.

starting play

Shortly after you power up the game, the Main Menu appears.

- To select an option, highlight it with the left analog stick or directional buttons and press the ⊗ button to confirm.

CREATING A NEW CAREER MODE GAME & YOUR FIRST CUSTOM WRESTLER

1. From the Main Menu, select *PLAY GAME*, then *CAREER*.
2. On the Career Slot screen, select an empty slot. You can save up to ten Career Mode games.
3. Select *CREATE/MODIFY WRESTLER*. (You can alternately select one of the game's Backyard Brawlers.)
4. On the CAW Slot screen, select an empty slot. You can save up to five custom wrestlers.
5. You are now at the Main CAW screen. Select *NAME*. Using the virtual keyboard, enter the name you want for your custom wrestler. When finished, select *OK* to return to the Main CAW screen.
6. Select *BODY TYPE*, then select a body type from the menu to view it. Press the ⊗ button to apply the changes and return to the Main CAW screen.
7. Select *OUTFIT STYLE*, then select an outfit style for each section. Change the outfit's colors by pressing the appropriate buttons indicated at the bottom of the screen.
8. Explore the other options available to custom wrestlers. See *CUSTOM WRESTLER* on page 11 for more info.
9. On the Main CAW screen, select *DONE* to save your custom wrestler and continue to Career Mode.

PLAYING YOUR FIRST CAREER MODE MISSION

Your goal in Career Mode is to win the three belts for each of the local federations (tiers) and enter the final tournament in an attempt to win *1 MILLION DOLLARS*.

1. From the Level Select screen, select *BACKYARD*.
2. Select *SELECT MISSION*.
3. Select the mission entitled *BLOCKING*.
4. Read the description for the mission, and press the ⊗ button to continue.
5. Select *BEGIN MATCH: BLOCKING* to enter match play.
6. Once the match begins, you will see your current mission and progress in the lower left corner of the screen. If you forget what your mission goals are, press the ► START button to pause the game and select *MISSION* to review the goals.
7. Fight your opponent and block three of his or her attacks. The mission progress will change to *COMPLETED*. If you beat your opponent before achieving the mission goals, don't worry! A new opponent will enter the level and you can continue making progress.
8. You can exit the match at this time, or continue on and defeat (or be defeated by!) the opponent. It's your choice. Once a mission is completed it is immediately recorded. By defeating the opponent you will earn cash, which you can use in the Shop to buy accessories for your custom wrestlers to wear.
9. Try playing a few more missions or just enter match play to build up cash. When you are ready to try one of the other game modes, select *EXIT CAREER* from the Level Select screen.

- See CAREER MODE on page 10 for more info.

combat

SLAMS, ATTACK THROWS & SUBMISSIONS

Slams, Attacks, Throws and Submissions are available while you're in the Grapple state. You must first grapple the opponent using the ◉ button.

- See GAME CONTROLS beginning on page 3 for info on how to perform each move.

SLAMS

- Slams typically dump opponents on the ground, leaving them vulnerable to Ground Attacks and Pins.

ATTACK THROWS

- Attack Throws typically leave opponents staggering, still on their feet but vulnerable to further attacks. Follow up with some Punch and Kick Combos for extra damage.

SUBMISSIONS

- Submissions cause damage over time. When a Submission is applied, mash any of the symbol buttons (⊗, ◉, ▣, △) to increase the damage being done. If you are the one in the Submission hold, mash the buttons to attempt to break out of the hold sooner.

IRISH WHIP

- The Irish Whip is available after you grapple the opponent from the front. Use it to send the opponent flying into objects and hazards for extra damage.
- From the Front Grapple position, press the left analog stick/directional buttons in any direction + △ button to perform an Irish Whip.
- If you Irish Whip the opponent into a crowd member, the spectator may grab hold of the opponent, allowing you a few free strikes.

ATTACKS, STRIKING, KICKING, & PUNCHING

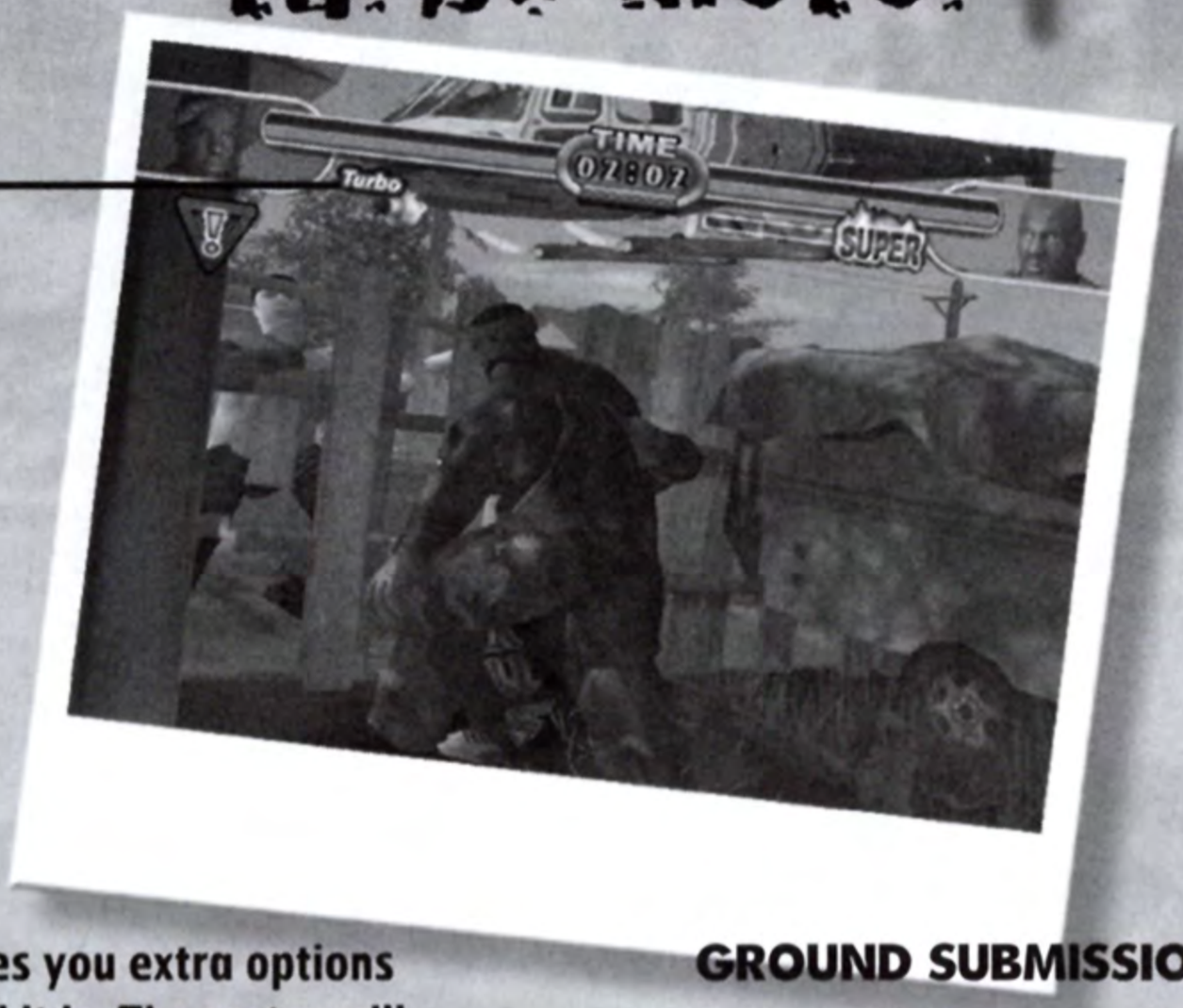
- Attacks and Strikes are quick to pull off, but may be blocked by a trained opponent. Typically, the bigger your chosen wrestler is, the more powerful the attacks.
- Chain together multiple Strikes by pressing the symbol buttons in various sequences. Faster wrestlers are able to chain more Attacks.
- Some Attacks require special timing of your button presses.
- You can perform Attacks while dashing.

COUNTERS, REVERSALS & BLOCKING

Your defensive options are many:

- Press and hold the R2 button to turn away the opponent's Attacks and Strikes.
- Reverse a Throw or Slam by pressing the appropriate button just as the opponent begins the move.
- Counter an Attack or escape a Hold by pressing the L1 + R1 buttons simultaneously.

turbo meter



Your Turbo Meter gives you extra options depending on how full it is. The meter will replenish over time, and each ability has its own "meter cost."

DASH

- Hold the R1 button and move in any direction to dash. Your wrestler will dash for as long as you have some Turbo Meter left.
- While dashing, press the ▣ or ⊗ button to perform a powerful attack capable of knocking the opponent to the ground.

GUARD BREAK

- Guard Breaks are possible by pressing the R1 + ▣ or ⊗ button simultaneously. These Attacks do more damage and typically knock the opponent down.
- Use the Guard Break against a blocking opponent. You see a flash when the Guard Break is successful, and your opponent will be momentarily stunned.
- Guard Breaks consume a fair portion of the Turbo Meter.

SUPER MOVES

- Super Moves are powerful moves that do massive damage.
- When your Turbo Meter is full, a special indicator appears telling you that a Super Move is available. Grapple the opponent and then press the ▣ + ⊗ buttons simultaneously.
- Super Moves consume your entire Turbo Meter.

GROUND SUBMISSIONS

- Ground Submission Holds are inescapable Attacks performed when the opponent is lying on the ground. Stand over the opponent and press the R1 + ◎ buttons simultaneously.
- Ground Submissions act like regular Submissions, so mashing the symbol buttons increases damage.
- These moves consume a large amount of the Turbo Meter.

ATTACK COUNTERS

- Attack Counters are performed just as an opponent is striking at you. Press the L1 + R1 buttons simultaneously. You will counter the opponent's strike and push the opponent a short distance away.
- Follow up with some Attacks of your own.
- Attack Counters consume some of the Turbo Meter.

GRAPPLE METER ESCAPES

- Grapple Meter Escapes are performed while you are being grappled. Press the L1 + R1 buttons simultaneously to instantly escape the grapple.
- Grapple Meter Escapes consume most of the Turbo Meter.

environment interactions

Environment interactions play a big part in *BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD.*

OBJECTS

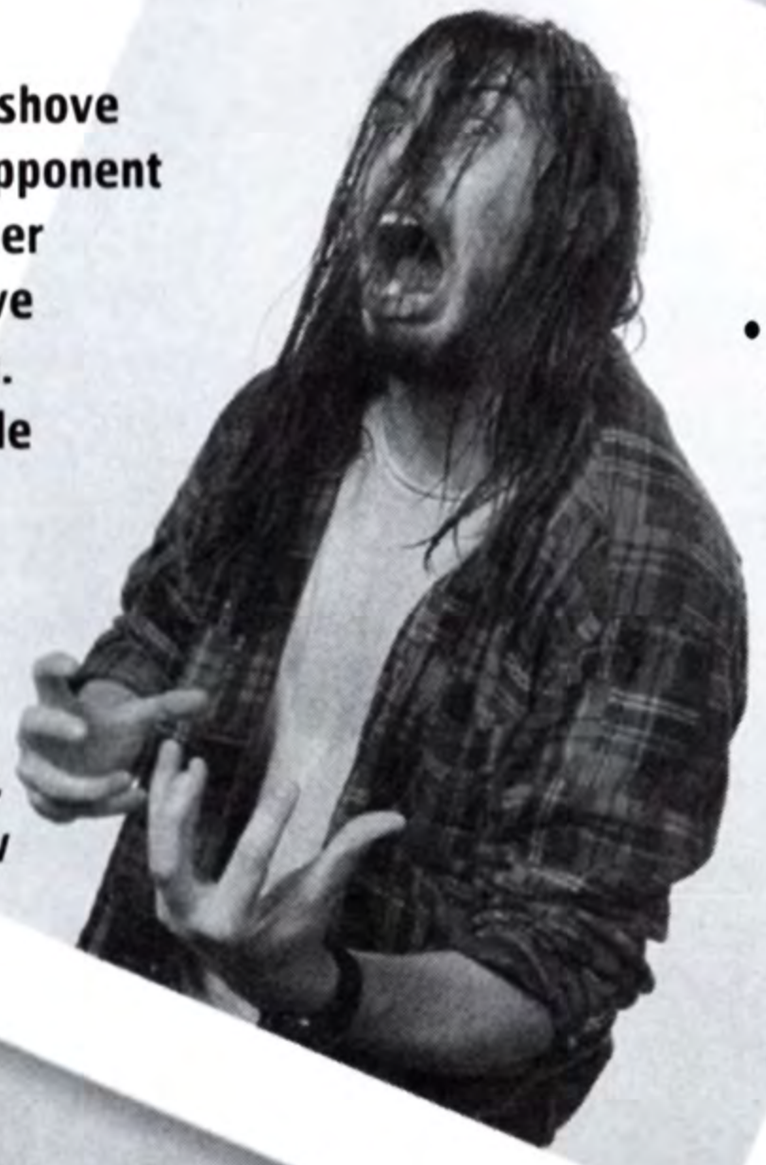
- Nearly everything in a level can be broken using Slams, Irish Whips and generally just knocking the opponent into objects. These breakable objects will leave debris. The larger pieces can be picked up and used as weapons.

ENVIRO-MENTAL™ THROWS

- Enviro-Mental™ Throws are special interactions available when you have the opponent in the front grapple position. A special indicator signals when an Enviro-Mental™ Throw is available. When the indicator appears, press the △ button to initiate the move. Remember: you must be in the front grapple and in the correct area.

CROWD MEMBERS

- Crowd members can grab and shove wrestlers around. Knock the opponent backwards into a crowd member and the rubbernecker will shove the opponent back toward you. The opponent will be vulnerable in this state.
- Alternately, Irish Whip the opponent into a crowd member and the spectator will grab hold of the opponent, allowing you a chance at a few free Strikes and Attacks.



PLATFORMS

- Use platforms to jump on an opponent below you. Climb up onto a platform by walking towards it. You will automatically climb up if the platform is accessible. Stand near the edge, and when your opponent comes in range, your wrestler will change to the jump stance. Press either the ▣ or ⊗ button to leap on the victim. Hold the button down to increase your jump range.

LEDGE THROWS/SLAMS

- If both you and your opponent are on a platform ledge, you can grapple the opponent and Throw or Slam him or her off the ledge. First move towards the edge of the platform, then grapple the opponent. If you are close enough, you will automatically lift the opponent up into the Ledge Throw stance. Press either the ▣ or ⊗ button to initiate the Ledge Throw. Depending on your chosen wrestler and button pressed, you will either throw the opponent off, or do a big Slam off the ledge.

HAZARDOUS MATERIALS

- You can score additional damage by using various hazardous materials. For instance, set a board on fire by swinging it through an open flame, then bash the opponent with it.

LEVEL BONUSES

- Some levels have areas that are initially unreachable. With the right amount of force, you can unlock them and expand the play area.
- Each level adds several extremely violent weapons to your arsenal. Use them to inflict damage in unbelievably inhumane ways!

career mode

Career Mode has three tiers, each representing a different federation. To get into the tournament for each tier, you need to complete the required missions.

When you win a tournament you receive a belt. Collect all three belts from the three tiers, and you become eligible to enter the final tournament.

Watch out! Even after you win a belt, you may lose it if you don't defend your title. If that happens, you'll be required to win that particular belt again!

MATCH PLAY

- You can select any level at any time and fight opponents to gain cash. Select your level and then select *BEGIN MATCH*.
- Match play continues for as long as you want. When you defeat one opponent, a new one enters the level.
- After each match you'll see your achievements in that match and the amount of money you received for winning the match.

MISSIONS

- Each mission is a challenge to your ability as an up-and-coming backyard wrestler. Complete all five missions for each level in a tier to open up the tier tournament and unlock optional challenge missions.
- You can select one mission at a time for each level. You play the mission by selecting the level, selecting a mission, then selecting *BEGIN MATCH*.
- You don't have to defeat the opponent in order to complete the mission. You can quickly run through Career Mode by completing missions and immediately quitting Match Play.
- Unless specifically stated in the mission description, a mission can be completed over the course of several consecutive matches.

CHALLENGE MISSIONS

- These extra missions are not required, but each has the potential to give you extra winnings or rewards.

TOURNAMENTS

- Once you complete all required missions in a tier, the tournament becomes available. Enter the tournament by selecting the third level in the appropriate tier (displayed in the lower left of the Level Select screen). Then select *TOURNAMENT* and you're on your way!

SHOP

- Spend your winnings in the Career Mode Shop. Mall-Mart carries the best items in town. Each time you finish a tier's tournament, new items become available. Once you buy an item, it is available to you anywhere you go in the game.

HOME

Home is where you can modify and accessorize your custom wrestler's appearance. Outfits and accessories you buy in the Shop appear here. You can also view your Career stats/Belts.

EXIT CAREER

- Save your progress and exit to the Main Menu.

exhibition mode

If you just want to quickly play the game without dealing with story line, or if you want to challenge your friend to a head-to-head match, then select *EXHIBITION MODE*.

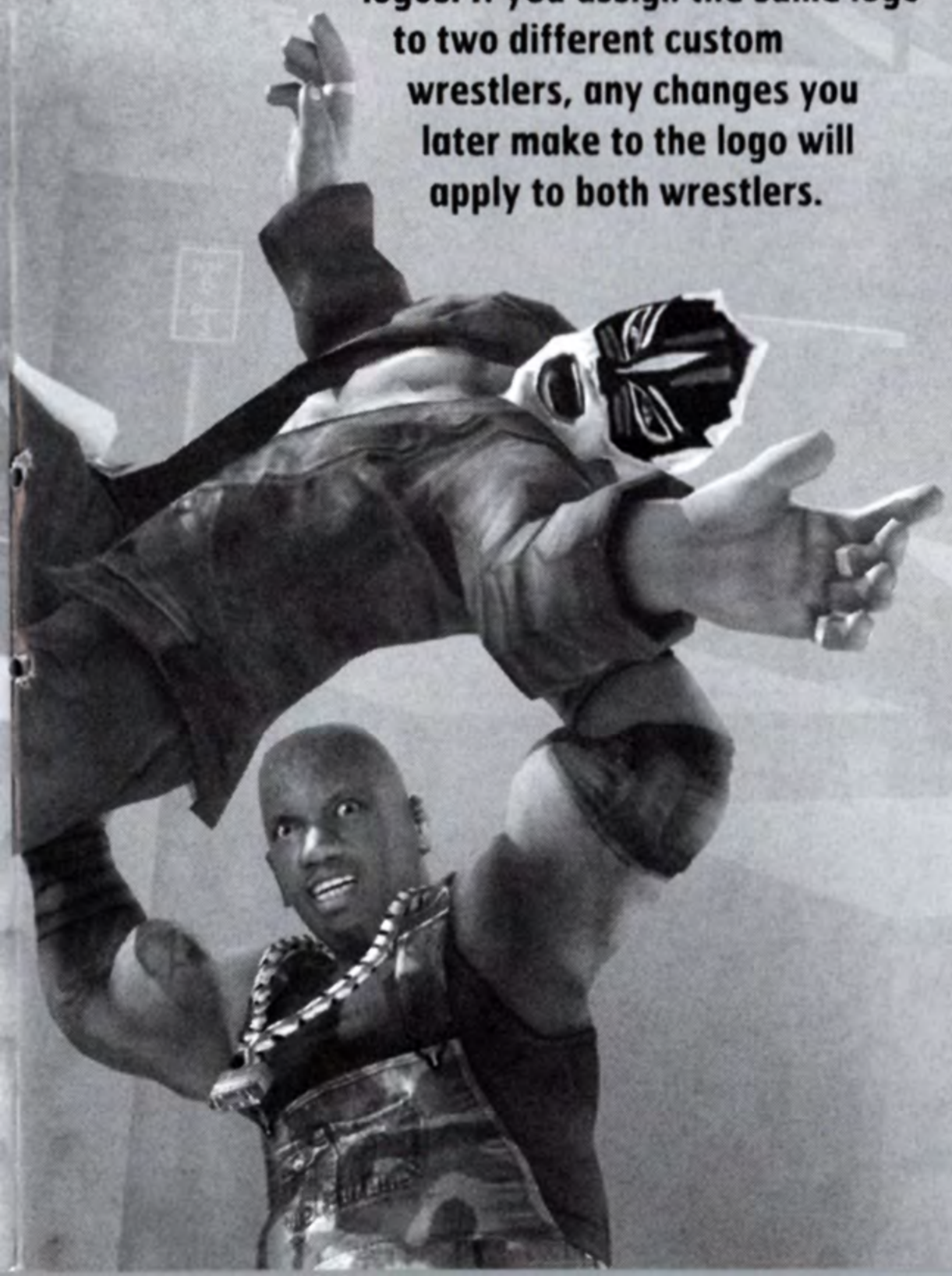
This mode lets you select the number of players, the wrestlers and the level you'll play in.

custom wrestlers

- *NAME* – Give your wrestler a suitably menacing name. Select *OK* when finished.
- *BODY TYPE* – Select from six basic body types. Press the L1 button to cycle through skin tones.
- *FACE TYPE* – Good, bad or ugly ... select from a variety of face types
- *HAIR STYLE* – Blonde? Brunette? Bald? Change your wrestler's hair color with the L1 button.
- *OUTFIT STYLE* – Dress three body areas in different outfit styles. Change colors with the L1 (primary color) and R1 (secondary color) buttons.
- *ACCESSORIES* – Add extra apparel to four different body areas here.
- *CUSTOM LOGO* – Create anything from tattoos to shirt logos and apply them directly onto your custom wrestler.
- *MOVES* – Assign your favorite moves to your custom wrestler.
- *DONE* – Guarantee you don't lose your custom wrestler, and return to the Main Menu.

custom logo

You can store up to nine different logos. If you assign the same logo to two different custom wrestlers, any changes you later make to the logo will apply to both wrestlers.



- *LAYERS* — Each logo has eight layers. Each layer can have a different shape and color, and the shape can be scaled, rotated, skewed, flipped, and moved around to a different location of the body for a variety of effects.
- *SHAPES* — A multitude of different shapes, from tattoos to stars and squares, are available to use as layers. First select the layer you want to add a shape to, then select *SHAPE* to see a list of available shapes. Highlight different shapes to see a preview directly on your custom wrestler.
- *MOVING, SCALING, ROTATING, SKEW* — Select a transformation from the Edit Layer menu. Use the left analog stick to change the settings. For fine control move the left analog stick in smaller increments.
- On the Layer screen, select *MOVE* to rearrange the order of the layers, and *COPY* to duplicate existing layers.

media room

Watch any videos that are available. Buy extra videos from the Career Mode Shop.

game options

Cycle through options by pressing the left analog stick/directional buttons ⬆ / ⬇. Press ⬅/➡ to change the setting.

- ***AI DIFFICULTY* — Game too hard? Too easy? This is the place to change it.**
- ***VIBRATION* — Toggle controller vibration off or on.**
- ***BLOOD* — Does the sight of all that blood make you queasy? Turn it off here. Sissy.**
- ***EFFECTS VOLUME* — Adjust the volume of in-game sound effects.**
- ***MUSIC VOLUME* — Adjust the volume of the music tracks.**
- ***AUDIO MODE* — Select the appropriate audio playback mode for your setup.**

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Customer Support Representatives will not provide game hints, strategies or codes.

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In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Inc. Customer Services
RMA# (include your authorization number here)
651 Brannan Street, suite 400
San Francisco, CA 94107

Note: You are responsible for postage for your game to our service center.

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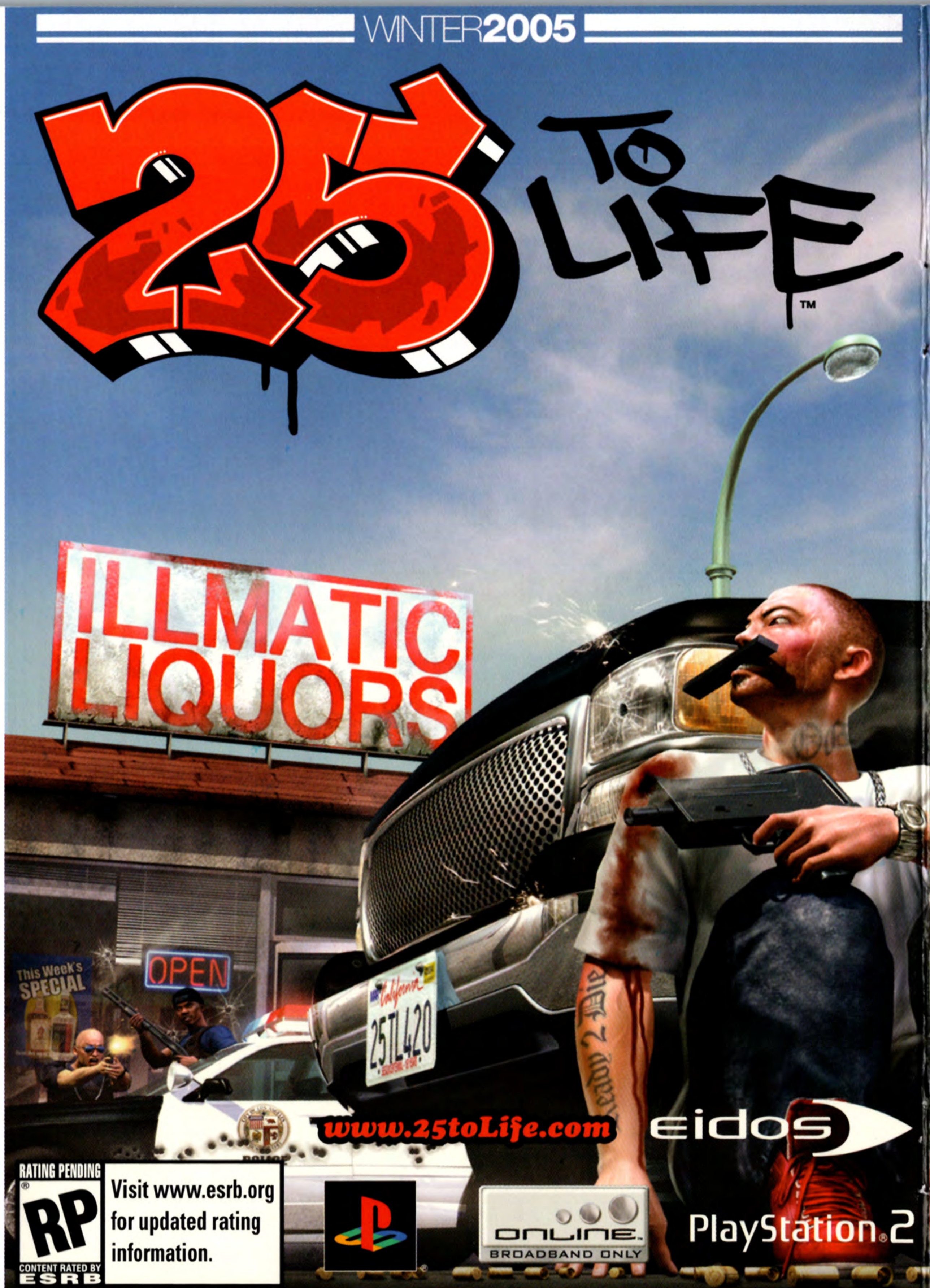

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